



WEBSITE:
squirmish.net

STEAM STORE

PUBLISHER:
Faust Logic

DEVELOPERS:
Jeff Faust
Steven Stwalley

LAUNCH DATE:
Spring 2024
(Early Access)

PRICE:
\$7.99
(Early Access)

PLATFORM:
Steam

CONTACT:
info@squirmish.net



ABOUT

The critically-acclaimed tabletop card game Squirmish: The Card Game of Brawling Beasties has been adapted into a videogame being launched as Early Access this Spring on Steam.

FEATURES

Battle all your favorite beasts! The 70 fighters from the tabletop game are all included and ready to rumble!

Fight against a variety of weird new opponents with different strange strategies!

The basic rules are easy to learn, and the wild variety of card abilities and interactions keep it fresh every game!

Single-player and two-player online PvP!

Play at your desk with mouse and keyboard, on the couch with a wireless game controller, or on-the-go with a Steam Deck!

Constantly being improved with community input!



SQUIRMISH

THE CARD GAME OF BRAWLING BEASTIES



REVIEWS FOR THE TABLETOP GAME

"Since there are so many different characters and different things that you can do... I mean, that deck is fat with characters... so you're going to replay this quite often." – Wood 4 Sheep Games

"Squirmish is a very original card-battle game with the most incredibly imaginative monsters. I can't stress enough how funny the creatures are in this game. From their pictures, to their descriptions, to their powers – it's all so creative and hilarious." – Ryan Billingsley at dadsuggests.com

"Squirmish is a fun, family-friendly game which surprised me a bit with the depth of play... It also will be a good filler for gamers looking for a few laughs mixed in with their gaming."

– Dale Yu at opinionatedgamers.com

"It's also pretty easy to learn. This works for kids, it gives them some choices to make, it lets them roll dice. It works for adults... this is a silly game! But sometimes, silly is what we need. Dice Tower judgement... SILLY! But approved!" – Tom Vasel of The Dice Tower

SEE MORE REVIEWS AT SQUIRMISH.NET/REVIEWS.

SQUIRMISH™

THE VIDEOGAME OF BRAWLING BEASTIES

ABOUT THE DEVELOPERS

The Squirmish game, art, programming, animation, music, humor and multitude of silly voices are all the work of these two jokers:

Steven Stwalley's daughters' enthusiasm for card games inspired him to create Squirmish. Stwalley has been a cartoonist and animator since he was a kid. He was a featured cartoonist in the book *Superheroes, Strip Artists, and Talking Animals: Minnesota's Contemporary Cartoonists* published by the Minnesota Historical Society and is a founding member of The International Cartoonist Conspiracy.

Jeff Faust develops indie games (original and collaborative) under the corporate identity, Faust Logic. Since 1998, the company has contributed to such brands and franchises as Star Trek, Rayman, Medabots, Jamstik, Torque Game Engines and even Care Bears. Before that, Faust co-founded the animation and motion capture company, Windlight Studios, noted for creating some of the earliest Barbie CGI.

